

MOTORCITY

Series Bible

Revised 2/15/11

Logline: In the future, charismatic tyrant, Abraham Kane, is taking over Detroit, transforming it block-by-block into his insidious city of tomorrow: KaneCo Deluxe. But one thing stands in his way: the Burners! Led by the charming and impulsive daredevil, Mike Chilton, this band of hot-rod wielding rebels fights to protect Motorcity - the last oasis of freedom - from the power-hungry Kane and his endless army of technological terrors.

Motorcity is a high-octane animated action-comedy that celebrates freedom and independence with cool cars, great action, and dynamic heroes who stand up for what they believe in.

Motorcity: Live Fast. Live Free.

Remember the feeling you got when you first had the chance to drive? The power? The freedom? That's what *Motorcity* is all about.

It's a high-octane animated thrill ride, pitting futuristic cars against terrifying robot technology, rival hot rod gangs and the nefarious power-hungry villains lurking in their own backyard!

It's the story of Mike Chilton, a teenage hero, and his struggle to prevent the evil Abraham Kane from achieving the complete and total domination of his hometown – Detroit.

It's a show for people who love to drive or can't wait until they can.

the SITUATION

THE CONFLICT: *Motorcity* is the story of the BATTLE FOR DETROIT!

Detroit has been split into two separate sections of the same city: KaneCo Deluxe, a floating city of the future owned by evil industrialist, Kane, where freedom and cars are abolished, and Motorcity, a vibrant underground community built within the bones of old Detroit where people are free to live as they please. Kane desperately wants control of Detroit- wielding power over KaneCo Deluxe isn't enough. He needs to wipe out the last patch of resistance and claim Motorcity as his own to complete his vision.

OUR HEROES: Mike Chilton and his band of rebels, The Burners.

THEIR MISSION: To protect Motorcity, the last oasis of freedom, from the evil reach of Abraham Kane, a power-hungry tyrant hell-bent on taking over all of Detroit so he can transform it into his insidious city of the future – KaneCo Deluxe.

Mike and The Burners are charming rebels that share a lot in common with the original “Champions of Justice”: Robin Hood and His Merry Men. To put it simply:

Mike = Robin Hood

The Burners = Merry Men

Our heroes hide out in Motorcity (Sherwood Forest), devising plans to take down Kane (Sheriff Of Nottingham) and bring freedom to the people of Motorcity (Nottingham).

Julie (a Burner with a secret: she’s Kane’s daughter) = Maid Marian (she straddles the worlds of Deluxe and Motorcity)

the FEEL and TONE

Action! Freedom! Speed! FUN!

When you strip it all down, *Motorcity* is about the joy of racing around in tricked-out cars, fighting robots, and racing your rivals. It’s FUN! Dang it! And we never want to lose sight of that.

Mike has the ability to look a life and death situation in the eye and find the fun in it. Every day is a high stakes battle, but Mike’s impulsive approach to any problem is what makes him unique. It’s not that he doesn’t take his fight with Kane seriously – It’s the heat-of-the-moment, seat-of-his-pants way he that makes him Mike!

Get ready for an eight-cylinder action-comedy road trip through the fast lane of futuristic sci-fi...

the WORLD

KANECO DELUXE

Perfect, but boring. Kane’s futuristic metropolis is cold and uninviting. The gray and white shell envelops the “engine” of the old city underneath. It’s the veneer that hides the multiple cables, wires, pipes and guts encapsulated in Motorcity that power all of Detroit.

Floating “living room” pods carry the Deluxe citizens from apartment husks to

factory complexes to food distribution centers and back. The pods recharge as they dock. They only go where the computer sends them. There are no sidewalks. There is no freedom. No one decides where and when to go – they just do as they're told.

The KaneCo Deluxe citizens all work for KaneCo - and if they question Kane's methods, they don't dare say anything about it for fear of their safety. As long as they do what the great leader, Abraham Kane, says, there won't be any trouble. This includes participating in the war effort against Motorcity and the Burners – who, according to Kane, want nothing but to take away their safety and replace it with chaos and anarchy!

Motorcity

Underneath the sprawling megacity of Deluxe is a vibrant community of freedom-loving farmers, engineers, artists, mechanics and warriors. Although they live underground, these Motorcitizens are happy and free. This underground world is colorful and organic – a meld of nature and technology. A harmonious blend of old and new. Mike and the Burners use the immense power lines and data cables as roads to traverse the distances of Motorcity, as well as the remnants of the old highways and roads that haven't been destroyed by Kane.

The people of Motorcity are frequently under attack by KaneCo's forces. Kane often sends his seek-and-destroy robots – he calls them his Safe-T-Bots – to eradicate enclaves of humanity nestled within the city's inner workings. Some Motorcity citizens respond by building up highly defensible fortress dwellings to protect their beloved city. While some hide or stay mobile, there others who rise up and fight to protect what they've built for themselves down there. They don't have to play by Kane's rules and they want to keep it that way. Motorcity is a nurturing oasis for creativity, danger and fun.

Mike is the leader of the Burners – the primary force of resistance against Kane – but there are other gangs and groups in Motorcity. They are mostly unorganized and fight each other more often than they pose a threat against Kane.

Mike and the Burners regularly go on scavenging expeditions to the oldest reaches under the city to find the parts needed to build and maintain their vehicles. They also raid Kane's power plants and technical facilities buried under the city for advanced electronics and other futuristic tech. Kane's biggest weakness is that his enemy lives in his own basement. They can attack his soft underbelly without warning. This is a constant source of frustration and anger for Kane!

The mechanics of **KaneCo Deluxe** and Motorcity:

KaneCo Deluxe is a giant supercity – about 175 miles across. Good thing the Burners' cars can drive so fast! 500mph gets you around Motorcity quickly, especially with no rush hour...

The pods up above travel just as fast - but no one ever gets within 10 miles of the city's border. Since no one can control a pod, no citizen has ever even been close. And just in case someone tries, there's a force field trapping everyone in. The view from the edge of town is completely obscured by a giant holo-projection of a depressed wasteland. This is what Kane has fooled the people into believing. There's nothing worth it out there. Everything worth having is within the walls of KaneCo Deluxe. There's a lot of danger out there and we need to protect our borders!

All utility and power systems that run KaneCo Deluxe are buried in Motorcity. The Burners and other pockets of Motorcity dwellers draw what power they need from these massive generators. The immense tubes that provide energy, water, ventilation, communication and sewage are used by the Burners as a network of tunnels and highways to travel underground - as well as provide access to the maintenance hatches needed to sustain KaneCo Deluxe.

The Burners have figured out ways to hack into these maintenance systems to not only get in and out of Motorcity, but to throw Kane off their scent as well. When Security Bots are on their tail, the paths of the massive tubes can be switched – just like the switches of old fashioned train tracks. The Burners know these tubes and tunnels better than anyone and Mike has learned to be unpredictable – to go left when it's logical to go right. The best way to outwit a robot is to think like a human!

the CHARACTERS

MIKE CHILTON

(bravery, guts)

AFFILIATION: Burner

TITLE: Leader - he's the man in charge of the Burners, and the man behind the entire resistance against Kane. He's got a tough challenge ahead – both in fighting Kane, and managing the unique personalities of his team.

IS: a cool, quick-witted, funny, gutsy, impulsive 17-year-old who generally has things under control and doesn't take much seriously (except for, of course, his mission to take down Kane). Mike never does things the easy way – he does them the fun way! That means leaping BEFORE looking, jumping into the water without testing the temperature.

Mike is naturally gifted. He doesn't have to try to be exceptionally good, he just is. He is the guy who doesn't care about winning the trophy, but he has a closet full of them. This effortless skill is what attracted Kane's attention and what makes him such a tough opponent.

STRENGTH: His daredevil spirit – it usually gets him out of trouble.

WEAKNESS: His daredevil spirit – it usually gets him into trouble.

WANTS: speed and adventure. New experiences. And most of all... Freedom! For everyone! That means saving his people – the citizens of Motorcity. Mike wants to keep Motorcity out of Kane's clutches so they don't become drones to the Deluxian way of life and lose their precious freedom, or even worse, be destroyed if they refuse to submit. The Burners are the people's only hope, and Mike isn't going to rest until Motorcity is truly free.

DOES NOT WANT: BOREDOM! Complacency! Mike likes to DO. Why waste time talking about it when he could be done before the others stop flapping their gums?

IF HE WAS A WEAPON, HE'D BE: a machine gun

FAMILY: None known

RELATIONSHIPS:

MIKE AND KANE: Mike used to be a cadet in Kane's Ultra-Elite Forces Training Academy - he believed in KaneCo Deluxe and felt it was his duty to protect the people. Mike was the top of his class, tackling every challenge or fight with reckless abandon – none of the other cadets had the courage, the guts or the skill to keep up with him. Kane saw something special in Mike and took him under his wing. He had BIG PLANS for our boy. But when Mike discovered what Kane was really up to (you know, EVIL), he knew he had to break rank and take a stand. Both Mike and Kane feel BETRAYED by one another, which makes their struggle for KaneCo Deluxe and Motorcity extremely personal.

MIKE AND CHUCK: They're best buds. They're opposites, but they need each other. They have each other's back – no matter what...

MIKE AND JULIE: They're very close, but not *that* close. There's nothing romantic going on between them – at least not yet... Mike doesn't show his vulnerable side too often, but when he does, it's almost always with Julie. He confides in her. Fears, worries, hopes and dreams.

MIKE AND JACOB: Pupil and teacher to a degree. Jacob offers up sage advice, and Mike does his best to follow it.

MIKE AND THE BURNERS: They're a makeshift family and oil is thicker than blood. Mike would do anything to protect his team and vice-versa.

RIDE: *Mutt* – a retrofitted 70's Muscle-Car with four turbine tri-pulsor engines, a slew of energy weapons, a grip of gadgets and a 21st century chopper hidden between the exhaust pipes!

WEAPONS OF CHOICE: Guts. Oh, and also a SKULL-HEADED DUAL-BLADED SPARK STAFF (think laser-sword meets flaming chainsaw!)

CHUCK

(brains)

AFFILIATION: Burner

ROLE: Tech Guru / Mike's co-pilot

IS: Mike's best friend and sidekick, as well as an automobile aficionado – he knows everything about every car ever made ever- schematics, engine specs, performance ratings, etc. However, he is also terrified of the “speed” and “danger” associated with them. (Come to think of it, we never see him driving...) He reluctantly rides shotgun with Mike on most missions, even though he'd much rather avoid conflict altogether.

STRENGTH: Thanks to his big ol' brain, Chuck can always find an escape route or a solution to a technical problem in a pinch. He performs well under stress and terror, even though he hates it. Although he's usually terrified of the situation Mike has put him in, he is incredibly loyal and will never bail on him. Chuck is also constantly improving the Burners' computer and security systems.

WEAKNESS: AAAAAHH! Easily scared. Overly-cautious. Anal retentive. Always fiddling with the computer and security systems!

WANTS: To survive driving around with Mike. To stay home and play "Laser Swords" on his computer. To win Claire's heart. And secretly – to be more brave.

DOES NOT WANT: To man the gunner controls (but he will if he has to!). To "go in for a closer look." To go skydiving.

IF HE WERE A WEAPON, HE'D BE: a force field

SECRET: He doesn't know how to drive! As much as Chuck loves cars, he's just too scared to get behind the wheel. He's able to keep the gang fooled by telling them he refuses to drive anything other than a Remote Control Car until he finishes building his dream car - the fastest, sleekest, most high-performance automotive machine the world has ever known. Of course, building the ultimate hot-rod will take years. And years. And years...

FAMILY: Chuck's parents live in KaneCo Deluxe. They have no idea that Chuck is a Burner. They think he's a Hover Repulsor Interface Technician at KaneCo.

RELATIONSHIPS:

CHUCK AND MIKE: They're best buds. Chuck would do anything for him.

CHUCK AND DUTCH: Chuck engineers cars. Dutch builds cars and repairs them. Chuck is very precise and anal-ytical – a perfectionist. Dutch is not – he's an artist and creates on the fly. When these guys have to collaborate, things get a little tense.

CHUCK AND CLAIRE: Chuck has a BIG crush on Claire. Claire thinks Chuck is G-ROSS.

CHUCK AND TEXAS: Oil and water. Legolas and Gimli. Nothing in common, except for their Burner patch and friendship with Mike – who often bridges the gap between them.

RIDE: "Umm... it's in the shop."

WEAPONS/SKILLS: Master Hacker. High-Tech Slingshot. Advanced trigonometry.

JULIE

(heart)

AFFILIATION: Burner

ROLE: Intel-Gatherer / Gal on the Inside / Illusionist / Moral Conscience

IS: a bright, empathetic girl who sees good in even the worst people. She's less quick to shoot than Mike, but when she does, she's accurate and lethal. Julie is a master of stealth, infiltration, and espionage. She's both feminine and tomboyish, has a smart, sarcastic sense of humor, and is quick on her feet – she has to be, because she leads a secret double life...

EARTH-SHATTERING SECRET: Julie is Kane's daughter – and NONE of The Burners know. She tells them she is able to gather intel on Kane's nefarious plots because she's a "KaneCo Intern." And, of course, Kane has no idea that Julie is hanging out with those ne'er-do-well Burners.

STRENGTHS: Chameleon-like ability to blend into any environment. She has the rare gift of being accepted into Deluxian society and the Burner World. She can access the highest levels of KaneCo headquarters without breaking a sweat. She also knows her way around a hologram projector – she uses her illusions and decoys to evade capture when she's running with the Burners. Julie also possesses a great moral compass and lets the gang know when they've gone too far.

WEAKNESS: Her secret identity. Can't let her father know she's a Burner, and can't let the Burners know she's Kane's daughter.

WANTS: Harmony. She also wants her father to realize that what he's doing is wrong. She wants to maintain her relationship with her father AND her affiliation with the Burners – a delicate balancing act.

DOES NOT WANT: anyone to get hurt.

WORRIES THAT: the other Burners are having fun without her when she's up in KaneCo Deluxe.

IF SHE WERE A WEAPON, SHE'D BE: a sniper rifle

FAMILY: Kane is her father. Her mother passed away when Julie was an infant.

RELATIONSHIPS:

JULIE AND KANE: Kane loves his precious, little girl and would do anything to keep her safe. He wants to protect her from *everything* – which is one of the main reasons he built KaneCo Deluxe in the first place.

Julie still believes there's good in Kane and doesn't want any serious harm to come to him. What he's doing may be evil, but she still thinks he'll come around in the end. But until that day, she has to do what she can to help the people.

JULIE AND CLAIRE: BFFs since kindergarten. These days Julie sometimes has trouble relating to Claire's Deluxian lifestyle. But Julie uses her old friend as a sounding board for everything she can't tell the Burners about.

RIDE: *Nine Lives* - A modified mid 21st century police cruiser. Her ride can produce decoy hologram-cars to throw pursuers off her trail, cloak to near invisibility, and deploy smoke screens, oils slicks and electromagnetic pulse mines. Also has a high precision Sniper Beam under the hood.

SKILLS AND WEAPONS: Espionage. Natural charm. Can manipulate Tooley with ease. Able to keep the Burners focused on the mission at hand. Extensive knowledge of flash grenades, smoke bombs, and other electro-explosives.

TEXAS

(muscle)

AFFILIATION: Burner

ROLE: Texas handles anything that involves exploding, crashing, or smashing things with his head.

IS: Slightly stupid. Somewhat lovable. And REALLY violent! Powder keg. Won't think twice about punching anything. Dedicated to the team and be the first to the battlefield when a fight breaks out. He is not a voice of dissent. He's gung-ho. He's a cheerleader. He's raring to go! Hell yeah!

SECRET: Really wants to be leader of the Burners. No... believes he WILL BE leader of the Burners!

STRENGTH: Strength

WEAKNESS: Brain. Ego. Self-confidence bordering on delusion. Likes to brag about qualities he does not possess but thinks he does.

WANTS: To move fast and smash stuff. To be Mike. But unlike Mike, Texas wants to be recognized for his awesomeness.

DOEST NOT WANT: To wait. To solve problems by "talking it over." And big words!

IF HE WERE A WEAPON, HE'D BE: Trick question! Texas IS a weapon!

FAMILY: His parents live in Motorcity, where Texas was born and raised. His father plays the harp. His mother is a Professor of Women's Literature.

RELATIONSHIPS:

MIKE AND TEXAS: Hero and understudy. Mike doesn't know it, but Texas wants to be him.

TEXAS AND CHUCK: Oil and water. Muscle and smarts. Polar opposites.

TEXAS AND DUTCH: Fire and gasoline. Any dumb idea Texas has is always encouraged by Dutch.

RIDE: *TEXAS* - Not unlike George Forman, Texas has named his car after himself – because it is clearly the best name for anything awesome. Cobbled from the best late 20th century Italian sports cars, *TEXAS* is equipped with massive air-powered battering pistons, ram plates and hydro drills. Relies on physical weapons such as his roof-mounted grappling hook and the battering ram which is revealed by splitting open his front grille.

WEAPONS OF CHOICE: Laser nunchucks. Strong-ness. Massive neck!

DUTCH

(creativity)

AFFILIATION: Burner

ROLE: Guerilla artist and mechanic

IS: the Burner's creative spark. Unable to take the oppression of KaneCo Deluxe, he ran away to Motorcity to make art in peace. Now he fights against Kane's forces to keep from losing his newfound freedom. Dutch is wary of Deluxe – he's glad to have escaped and hates going back, even to fight Kane. He's mistrustful of others - until he gets to know you; then he has your back for life.

STRENGTH: Ingenuity. Ability to make something out of nothing. First-rate mechanic. Makes the Burners and their cars LOOK GOOD too.

WEAKNESS: Dutch tends to be an island. That's how he got his name – because he goes it ALONE. But Dutch can't resist getting caught up with the Burners. It's too much fun and he gets to build all sorts of crazy stuff. Sometimes he cares a little too much about his art. Dutch doesn't take criticism well, so do **NOT** criticize his work or tell him how to do his job. Just don't. Trust me.

WANTS: To be free to create and express himself in peace.

DOES NOT WANT: To hear what you think about his art.

IF HE WERE A WEAPON, HE'D BE: A spring-loaded bear trap

FAMILY: His parents live on surface but they don't keep in contact. They totally buy into the KaneCo lifestyle and think their son is a criminal.

RELATIONSHIPS:

DUTCH AND CHUCK – Chuck works on the cars' circuitry and computer parts. Dutch focuses on the physical workings. Chuck is an anal-retentive nerd who wants everything done a certain way. Dutch can't stand those kind of restrictions. He's going to do it his way or no way at all. This causes friction. A lot of it.

DUTCH AND TEXAS – Dutch is a bit of a prankster and is constantly egging Texas on to do really dumb things (like talk to hot girls, lick a battery, chew on tinfoil, or super-glue his hat to his head).

DUTCH AND JULIE – She's cool, but he doesn't understand why she can't just give up her meaningless life in KaneCo Deluxe and live in Motorcity full-time like the rest of them. It gives him doubts as to her true intentions.

DUTCH AND CLAIRE – People like her are EXACTLY why he left that Deluxian wasteland in the first place. Yechhh!

RIDE: *The Scorpion Sting* - A mid 21st century hot rod that's in a constant state of modification. He's switching the color and welding new things onto it every episode. The speakers incorporated into the Scorpion's body transform into his "SONIC SPITTER," that can shatter armor plating with ear-splitting sound waves. Dutch's car also carries ROTH – a multi-functional robot who helps with the car mods and field repairs.

SKILLS AND WEAPONS: McGuyver-esque building talent. In charge of TRAPS. Wields a weaponized SOCKET WRENCH, which he has modified to serve as a mace.

ADD SONIC SPITTER DESCRIPTION

JACOB

(wisdom)

AFFILIATION: Burner

ROLE: Advisor, chef, and crazy old uncle type

IS: a hippie type in his mid-60's and Kane's former partner (a relationship that ended when Kane got all megalomaniacal and what-not). Jacob can't quite keep up with all these young whippersnappers, so he's taken on a more advisory role in the group: cooking them organic meals instead of the processed food bars they serve in Deluxe, counseling them on missions, and helping them out however he can. But don't underestimate him just because he's old and likes mung bean stew – he's still got some driving left in him! And he's chock full of scientific and technological knowledge, too, if you can sift through all of the organic food talk.

STRENGTHS: Cooking (according to him), experience, and knowledge of Kane. And a pretty dang good helicopter pilot and great when you need a tow.

WEAKNESS: Cooking (according to Burners). His back. The gout. Enlarged prostate. He's not as young as he used to be...

WANTS: To see a truly free and safe Detroit, the way he and Kane envisioned it before Kane went off the deep end.

DOES NOT WANT: The music up too loud. New technology. To be forced to live in Kane's idea of Detroit.

IF HE WERE A WEAPON, HE'D BE: a musket

RELATIONSHIPS:

JACOB AND KANE – Jacob and Kane worked together in the past. In fact, they co-founded KaneCo, hoping to create a safer, more peaceful world. But they had a falling out about how to use the technology they created. Kane turned on Jacob, ultimately labeling him an enemy of the state. They're like Obi-Wan and Darth Vader. Magneto and Dr. X. One stayed righteous as the other spiraled down a dark path.

JACOB AND MIKE – Yoda and Luke. The man who has seen it all, and the up-and-comer with tremendous potential and a lot to learn.

RIDE: *The '57 Sasquatch* - A 20th century chop top, jacked up on monster truck tires with a modified tow truck bed for a rear end.

WEAPONS OF CHOICE: Garden hoe. Compost. Juicer. Wisdom. Organic mung beans.

CLAIRE

AFFILIATION: Deluxian

SERIES ROLE: Represents the average Deluxian youth

IS: Julie's "valley-girl" best friend and confidant. Claire serves as a sounding board for Julie to discuss the problems she can't discuss with the Burners – primarily, her secret life as Kane's daughter.

STRENGTH: The amount of KaneCoins in her bank account, shopping prowess and super-hotness.

WEAKNESS: She's obnoxiously prissy, is grossed out by the Burners and is pretty useless unless you need someone to go to the mall with.

WANTS: To live her nice KaneCo Deluxe life surrounded by her KaneCo products without having to suffer the antics of those dirtbag Burners Julie insists on hanging out with!

DOES NOT WANT: To be stuck in Motorcity for any length of time. Especially with that creepy Chuck!

FAMILY: Daughter of prominent KaneCo executive.

RELATIONSHIPS:

CLAIRE AND JULIE – Best friends. Claire is the only person who knows Julie is leading a double life as Kane's daughter and a Burner. Even though she doesn't approved of these new friends Julie has and the cause they fight for, she goes along to support her friend- Julie usually has a pretty good sense of what is right. She may not like the Burners, but she's a true and loyal friend to Julie, no matter what.

CLAIRE AND CHUCK – Chuck is into her...she does NOT feel the same.

CLAIRE AND THE BURNERS – She only hangs out down there because of Julie. They are gross and smelly and hate everything good, like KaneCo products! She doesn't see what Julie sees in them...and she hopes it's just a phase.

CLAIRE AND KANE – She's a KaneCo fangirl and Kane loves her. She's just the kind of friend and role model that his daughter needs. Claire only WISHES she could be Kane's daughter. Julie is TOTALLY LUCKY!

RIDE: her bedroom - a standard KaneCo living pod.

SKILLS AND WEAPONS: KaneCo credit. Consuming. Good use of rouge.

ABRAHAM KANE

AFFILIATION: KaneCo

ROLE: Founder and CEO of KaneCo. Homicidal tyrant.

IS: An evil industrialist and megalomaniacal madman hellbent on capturing all of Detroit. Which means getting rid of the entire Motorcity population living in the bowels of his precious Deluxe. Which means WIPING THEM ALL OUT. And to add insult to injury, he has fun being evil.

STRENGTHS: Charisma. Unlimited resources. Technological Terrors. Master propagandist. Complete lack of remorse.

WEAKNESSES: Puts all of his faith in his technology. Consumed with wiping out the Burners and everyone in Motorcity.

WANTS: To get rid of those filthy Burners. And control-control-control. Kane's got big plans for KaneCo Deluxe, and they don't involve anyone living underneath it and gumming up the works. He won't rest until everything with a pulse is removed from Motorcity and it is his to further his vision of complete domination.

DOES NOT WANT: Anyone to have fun outside of the predetermined box. Anyone living beneath KaneCo Deluxe. Anyone joining the Burners. And most importantly – to let anyone else have control of anything.

IF HE WERE A HISTORICAL FIGURE, HE'D BE: Vlad the Impaler. With just a hint of Joseph Stalin.

FAMILY: Julie is his daughter. His wife died a long time ago.

RELATIONSHIPS:

KANE AND MIKE: Mortal enemies. Were once like father and son. Now each sees the other as a backstabbing traitor who broke his heart. He wants vengeance against Mike at all costs! No one betrays Abraham Kane!

KANE AND JULIE: Believe it or not, Kane does love his daughter. And at one point in time, she was the whole reason he started KaneCo Deluxe. But nowadays his reasons are much more nefarious, and Julie clings to the hope that she can restore her father's humanity some day.

Kane sees Julie as a child, a fragile egg that needs protecting. And protecting means an ivory tower and isolation, not a father's love. Their relationship is cold. Kane doesn't even bother to know Julie and the bright and caring young woman she's become. He keeps her at arms length at all times.

KANE AND JACOB: Co-founders of KaneCo. Were once like brothers. Then Jacob began to see Kane as a despotic maniac with no moral compass, and Kane began to see Jacob as a naïve idealist who has no idea what it takes to run a corporation.

KANE AND TOOLEY: Tooley may be an imbecile, but he possesses one quality that is very important to Kane – loyalty.

RIDE: He would never get near a car, but sometimes grabs the controls of whatever technological death machine he pits against the Burners.

WEAPONS OF CHOICE: Safe-T-Bots and other Robots. Slaughter Pods. Doom Drones. Threats and intimidation. Eventually, the "Teenage Assassin."

TOOLEY

AFFILIATION: KaneCo

ROLE: Lackey and mindless thug. Think Barney Fife, but bigger and dumber. Picture Gilligan if he could beat you up.

IS: a lovable goon and uber-KaneCo fanboy who has earned his spot at Kane's side by being unwaveringly loyal. He has totally bought into the KaneCo way of life and he'll do whatever Kane says without ever being a threat to Kane's power...except for when he tries to impress his hero and his plans go horribly awry. Or when he's watching cartoons on the job and the Burners sneak past him. Or when the Burners outwit him and lock him in a closet. Or when he tells Julie anything she wants to know and gives away Kane's secret plans. You get the picture.

STRENGTH: Brute strength. Has seen every episode of the “Robot Walrus”.

WEAKNESS: He’s even dumber than Texas. Easily manipulated, especially by Julie. Usually watching “Robot Walrus” when he’s supposed to be working.

WANTS: To please Kane and to make Julie his ladyfriend for life.

RELATIONSHIPS:

TOOLEY AND KANE – Tooley is Kane’s obedient lackey. Kane knows he’s dumb, but unlike Mike Chilton, he’s LOYAL. Tooley LOVES Kane and wants to be just like him, but unfortunately lacks any of Kane’s skills.

TOOLEY AND JULIE – Their names rhyme! That means they’re meant to be, right? That’s what Tooley thinks. If it were up to him, they’d have a beautiful KaneCo wedding and honeymoon right there in beautiful downtown KaneCo Deluxe and have lots of babies at the KaneCo Maternal and Neo-Natal Complex. Unfortunately for him, Julie’s not buying it.

TOOLEY AND THE BURNERS – Tooley is to the Burners what Sergeant Shultz was to Hogan’s Heroes. He’s incompetent and that’s what allows them to infiltrate KaneCo as often as they do.

TOOLEY AND “TEENAGE ASSASSIN” – Tooley can’t see why Kane needs this tool—he’s already got a TOOLEY! He resents the need for extra muscle...especially muscle with brain. Teenage Assassin can’t believe Kane keeps an imbecile like Tooley around. Needless to say, they don’t get along.

RIDE: a standard KaneCo security pod.

WEAPONS OF CHOICE: Fists. Futuristic police baton.

GABRIEL (“TEENAGE ASSASSIN”)

AFFILIATION: KaneCo

ROLE: Kane’s new Number One

IS: Terrifying.

STRENGTH: He’s like a cold, calculating version of Mike. All skill, no humor.

WEAKNESS: None known

WANTS: To destroy Mike Chilton. To please Kane.

DOES NOT WANT: To Lose.

IF HE WERE A WEAPON, HE'D BE: one of those new state-of-the-art automatic rifles that can shoot around corners.

FAMILY: Unknown

RELATIONSHIPS: Unknown (but here's a Top Secret tidbit: he used to know Mike)

RIDE: a modified, weaponized KaneCo security pod.

WEAPONS OF CHOICE: Force field gauntlets. Anything else that gets the job done.

DUKE OF DETROIT

AFFILIATION: Himself

ROLE: Scoundrel. Rogue boss.

IS: a shadowy, charming, manipulative figure based in the Deep Reaches of Motorcity who has a hand in anything and everything he finds useful. Those that know of the Duke know he's not a dude to be taken lightly – or dealt with at all! A deal with the Duke usually costs a lot more than you bargain for. There's probably a great story behind his mouth full of metal teeth, but he's not telling.

STRENGTH: finding weak spots. Manipulation. Coercion. Political genius. Making offers you can't refuse. Street smarts, especially in the world of Motorcity.

WEAKNESS: Vain. Addicted to material wealth. Wouldn't hesitate to stab his own mother in the back.

WANTS: Free reign over Motorcity. Constant entertainment, usually at the expense of others.

DOES NOT WANT: Conflict with Kane – that would endanger the good thing he's got going!

IF HE WERE A WEAPON, HE'D BE: a tommy gun

FAMILY: Unknown

RELATIONSHIPS:

THE DUKE AND THE BURNERS: Mike and the gang know better than to trust the Duke, but sometimes they have no choice. The Duke has clout, whether you like it or not.

THE DUKE AND MOTORCITY: He's friendly to civilians until it's time to pay what you owe. Then the creepy metal smile disappears. The Duke keeps people in line by offering them sadistic pay-per-view style combat events, which he stages in his own Motorcity stadium.

THE DUKE AND KANE: Mutual understanding. They sometimes even work with each other when there's something in it for both of them. A war between them would seriously threaten their respective empires.

RIDE: An early 20th century Bentley tricked out with gangster flare and armed to the gills.

WEAPONS OF CHOICE: Spiked baseball bats. And a mouth full of metal teeth.

Q&A

WHO/WHAT IS MIKE PROTECTING?

Mike and the Burners are all that stands between Kane and complete domination of Detroit. The Burners are defenders of Motorcity, and they'll fight to the bitter end to keep Kane from getting his clutches on this last remaining bastion of freedom.

Ultimately, Mike is protecting people's freedom. The freedom to live their lives the way they see fit.

WHY DOES KANE WANT DETROIT SO BAD?

Because it will give him POWER. Power to create his city. Not the city that the people want, but the city that they need.

Power to protect himself. To control. To crush those who would dare betray him.

Kane grew up in poverty in old Detroit. Surrounded by crime and decay. He never felt safe.

Working on the automobile assembly lines saved him from the streets. It gave him order and structure when everything else in his life was chaotic. Much like Henry Ford, the assembly-line mentality made a huge, and not altogether positive, impact on his thinking. He started seeing people as parts of a vast machine, not free-thinking souls. He determined excessive freedom and free choice was what was ruining Detroit. And he began to dream about what Detroit could be if he was in charge...

We like to think of Kane as sort of an anti-Bruce Wayne. Both were scarred at a young age by the ills of their cities. Both passionately dedicated their lives to making their cities a better place. And both went a little overboard: One going

the hero route, dressing up as a Bat to clean up the streets. One opting for the dictator tract, ruthlessly acquiring power and subduing opposition to forge his “better world”.

IF KANE FAILS TO TAKE OVER DETROIT, WHAT DOES HE LOSE?

Obviously power. Deep down, Kane is afraid of being that powerless kid on the street. He NEVER wants to return to his old life.

Which is why Kane can’t allow the citizens to control their own lives. In his mind, freedom is just another word for everything to lose. Freedom leads to chaos, collapse, and ruin – just like in Old Detroit. He needs the power to control everything, make all the decisions, and ensure people dictate their lives by his singular vision.

And nothing poses a bigger threat to his power than the existence of Motorcity. If he fails to conquer that subterranean, freedom flaunting rat-hole, the roots of liberty could take hold and spread like noxious weeds through his precious Deluxe. Not to mention, those scumbag Burners will continue attacking Kane’s Deluxian tree at its roots, dismantling the future city’s underground power stations and infrastructure.

WHAT DO PEOPLE IN MOTORCITY FEEL ABOUT MIKE AND THE BURNERS?

Most citizens view Mike and The Burners as heroes. But there are some who see them as punk delinquents whose Kane-agitating antics bring unnecessary hardship on their neighborhoods.

Motorcity is also home to other Revolutionaries; rivals who believe the Burners are getting in the way of their plans. Or think Mike’s tactics are too soft – they are particularly disturbed by the fact that he considers the well-being of Deluxians when crafting plots to stop Kane.

WHAT DO DELUXIANS FEEL ABOUT MIKE AND THE BURNERS? WHAT DO THEY FEEL ABOUT KANE?

Though most of the people in KaneCo Deluxe are not truly happy with what Kane has provided, they don’t dare say so. Most of them fall in line and accept things the way they are. Anyone who sympathizes with the Burners does so privately, unless they have a death wish. And on the opposite side of the issue are a few who, like Claire, seem to have been duped by Kane’s promises and slick presentation.

WHAT DO PEOPLE IN MOTORCITY FEEL ABOUT KANE?

The consensus in Motorcity is that Abraham Kane is a real *%\$#!

But as Motorcity isn't exclusively populated by the morally upright, there are some who would be more than happy to sell-out to Kane for special privileges or payment.

HOW WILL WE SHOW THAT LIFE IS GOOD FOR DELUXIANS?

Citizens of KaneCo Deluxe receive three square meals a day, state of the art living quarters, and a steady job that's guaranteed not to be outsourced. There's no traffic. No crime. No poverty. What's not to like?!

HOW WILL WE SHOW THAT LIFE IS BAD FOR DELUXIANS?

The three square meals are pre-selected by KaneCo, and usually consist of unappetizing fare like "throat cubes". The living quarters are more like drab prison cells. And the jobs are, well... pretty much slavery. Workers are expected to report to work whenever the KANECO CHIME is heard. (Much like a prison siren or the school bell between periods.) Everything is scheduled. Everything is controlled. You don't have a say.

WHAT OTHER "NON-TOOLEY" ALLIES DOES KANE HAVE ON HIS TEAM?

Kane is constantly surrounded by henchmen and hangers-on, some of whom have their own secret agendas in mind:

There's a "Dutiful Sycophant" who laughs at his jokes and kisses his butt, but is secretly vying to take him down and seize control of Deluxe. A deadly, uber-talented "Teenage Assassin" who seems even more driven than Kane to wipe out Mike and The Burners. And we'll introduce others as our season progresses...

ANY ONE ELSE INTERESTED IN "THE BATTLE FOR DETROIT"?

There are some unsavory characters lurking in the bowels of the city, but none more devilish than the **DUKE OF DETROIT**. A crime-boss of sorts, his only interest in the Battle For Detroit is figuring out how he can spin it to his advantage. The Duke has his sights set on extending his influence in Motorcity. And he sees Mike as a valuable tool – aligning himself with the rebel hero could score him big PR points with the people.

On the other hand, the cutthroat Duke is no dummy. He knows Mike's moral code could really interfere with his plans. So from time to time, he'll do what it takes to keep the kid in line – which sometimes means allying himself with Kane. After all, in the end, the Duke's only real allegiance is to himself.

There are also other interested parties and forces at work outside of the domed Deluxe that we can weave in and out of the seasons as we progress. Rival CEOs, Criminals, and Shadow Organizations that attempt to lend support to Mike's cause in hopes of accomplishing their own agendas.

HOW DOES KANE WAGE HIS WAR AGAINST MOTORCITY?

Primarily with brutal force, terrifying technology, and fear. He has an endless army of Robots at his disposal that he unleashes daily to bombard Motorcity. He has a seemingly infinite arsenal of wicked ways to stick it to the people. But his horrifying laboratory creations usually present the biggest challenge for our heroes and the poor citizens. Like the time he pumped an ever-expanding, flesh-eating Sulfuric-Acid Foam Gel into Motorcity, a concoction designed to rapidly dissolve all living, organic material. Yikes!

Sometimes Kane is so blinded by his thirst for power that he pursues incredibly risky plots that end up putting himself and all of Detroit in danger. Like when he forces his R&D lab into morally unconscionable territory in the hopes of creating the ultimate Attack-Bot, and ends up creating a hybrid bio-mechanical creature that promptly escapes and starts “cocooning” Motorcity and Deluxian citizens.

Kane often focuses his attention directly on our Burners, developing Burner-Seeking Death Drones, hiring bloodthirsty Bounty Hunters, or luring the rebels out of their underground lair by callously using citizens as bait.

Of course, The Burners aren't just going to sit around waiting for Kane to unleash his latest plot. They're always looking for ways to take the fight to his doorstep and destroy his plans before they get off the ground. Like when they attempt to infiltrate his top secret, insanely dangerous weapons factory with the help of Kane-Co Safe-T-Suits. Or when they smuggle out Kane's top alternative-fuel physicist to avert nuclear-scale disaster.